

Disney

## FROZEN

The Official Magazine



NEW COMIC

A True King



ARTS &amp; CRAFTS

Make a Paper  
Flower for  
a Friend!*The Next  
Right Thing*GREAT NEW  
Disney  
**FROZEN II**  
GAMES  
TO PLAY!







# Disney FROZEN

The Official Magazine



## A Poster to Cherish

Hang it in your room so Anna and Elsa can always be with you!

In their latest adventure, Anna and Elsa learned the truth about the wrong that was done to the Northuldra, which ended up angering the spirits of nature. The sisters are determined: It's time to fix the mistakes of the past and restore the delicate balance that has been upset.

In this issue of **Frozen, the Official Magazine**, read about young Prince Agnarr doing the next right thing. Enjoy all the games, and create your own paper flower to give as a gift to a friend.



WELCOME 2

Meet your friends and play with them to discover the theme of this issue.



READ 4 20

Follow and experience the exciting adventures of Anna, Elsa, and their friends!



DESIGN 10 26 31

Use your imagination to draw and color scenes and pictures of your favorite characters.



PLAY 12 15 18 19 28 30

Get focused and test your skills with fun activities and quizzes featuring your friends from *Frozen 2*.



CRAFT 14

Discover an original idea for creating a piece of easy-to-make *Frozen 2*-inspired art.





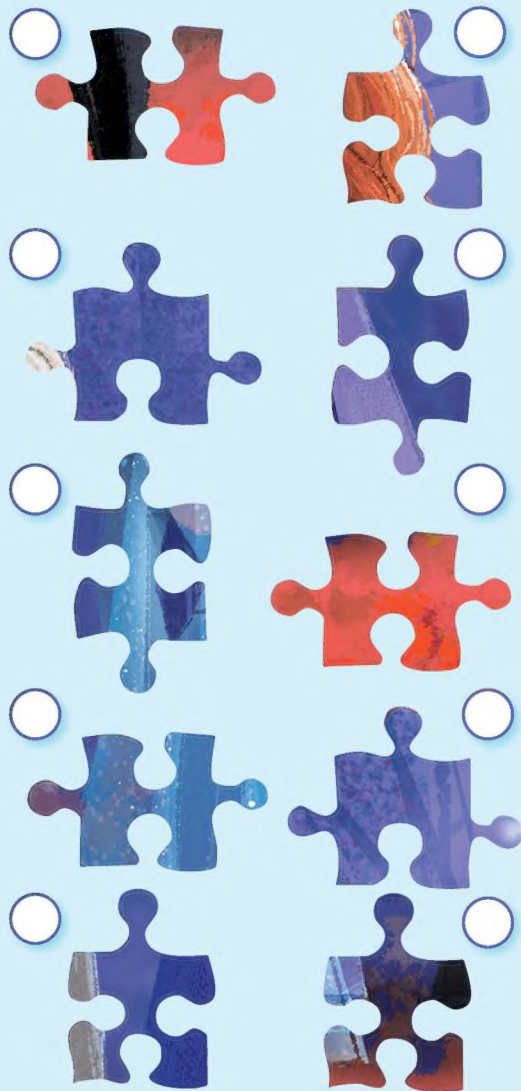
WELCOME

# Time to Make Up

After years of strife, the Northuldra and the Arendellians are ready to put aside their differences and join hands.

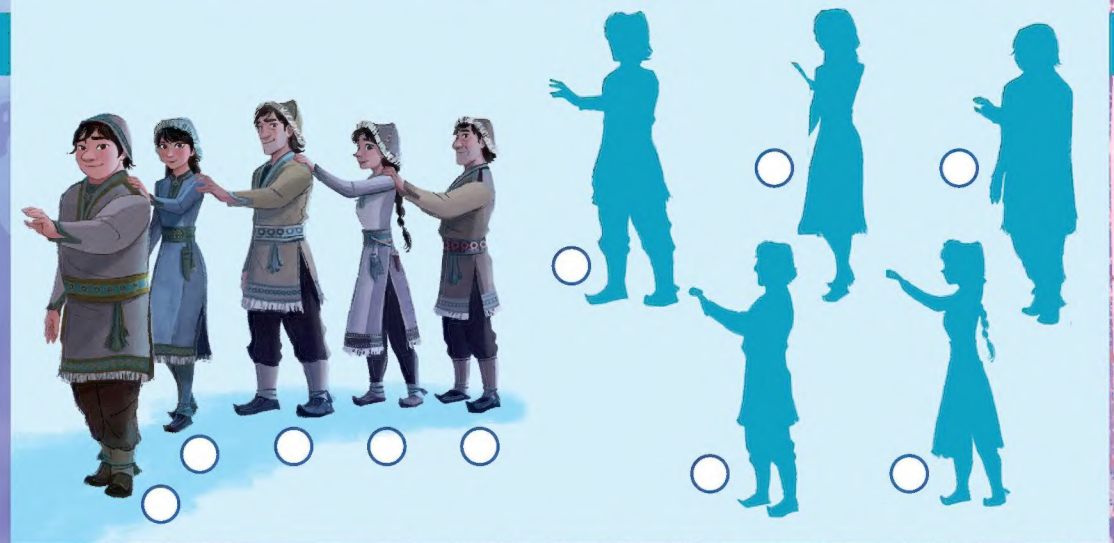
## Connected by Nature

Once they've earned one another's trust, Elsa, Anna, and Yelana discover the power of their connection. **ADD** the missing pieces to this peaceful scene by matching them with the corresponding blanks. Tip: Beware of the two extra pieces!



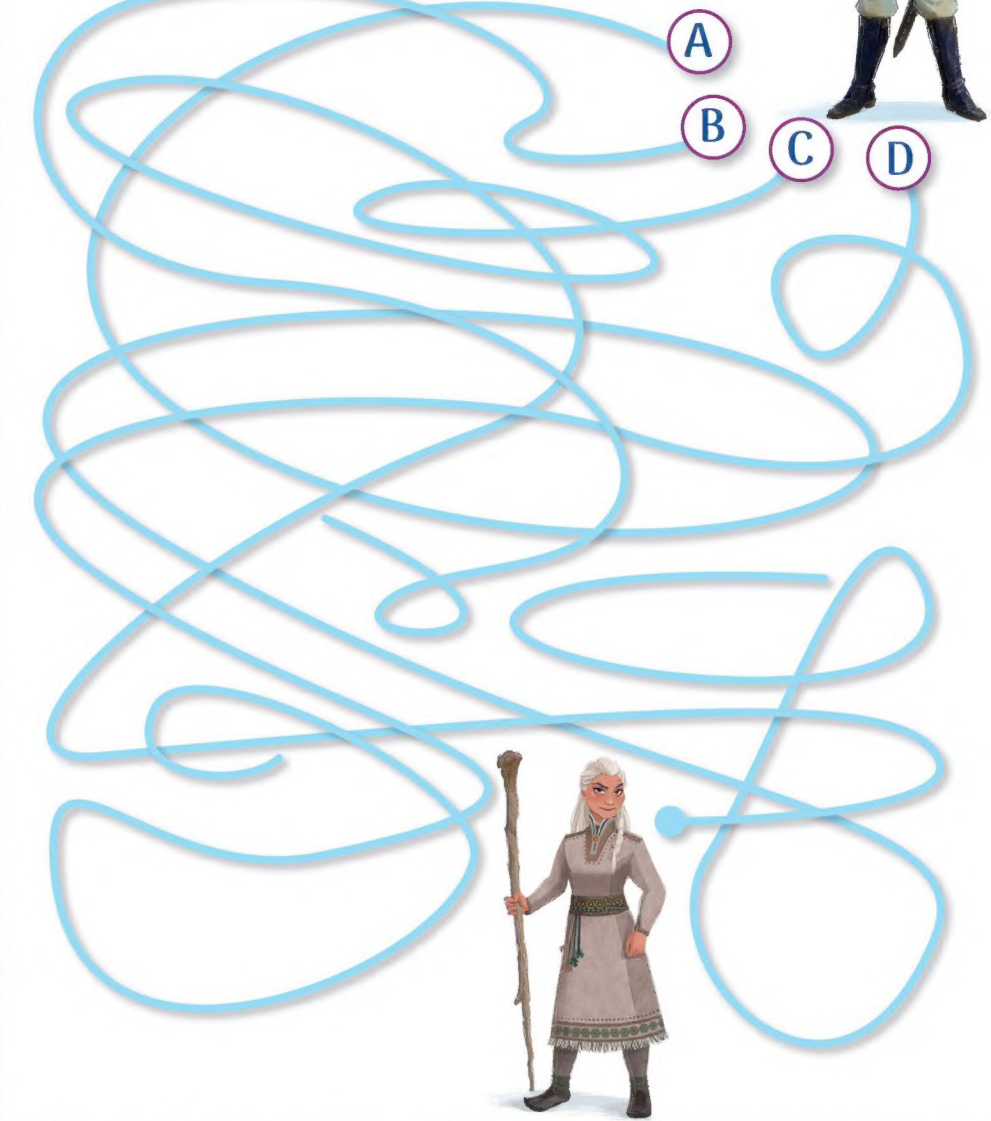
## A Soft Chant

As the fighting between the Northuldra and the Arendellians ceases, the Northuldra begin chanting an old familiar song. They reach forward, placing their hands on the person in front of them. **MATCH** the silhouettes with the correct characters.



## The Way to Peace

The road to reconciliation between the Arendellians and the Northuldra was a long one, and the peace process took many years. **FIND** the path that joins Mattias to Yelana.



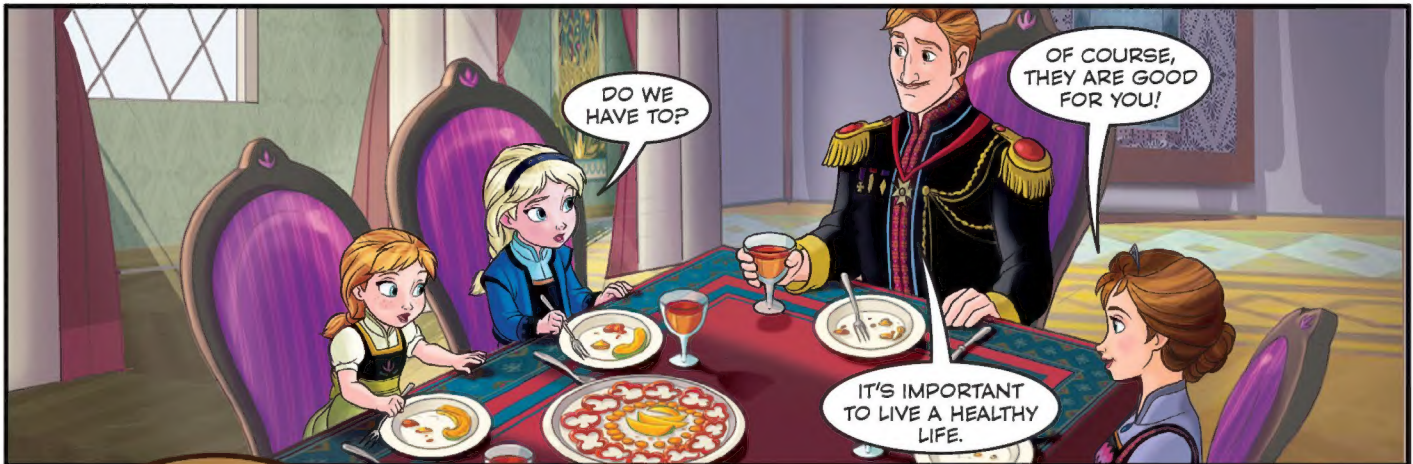
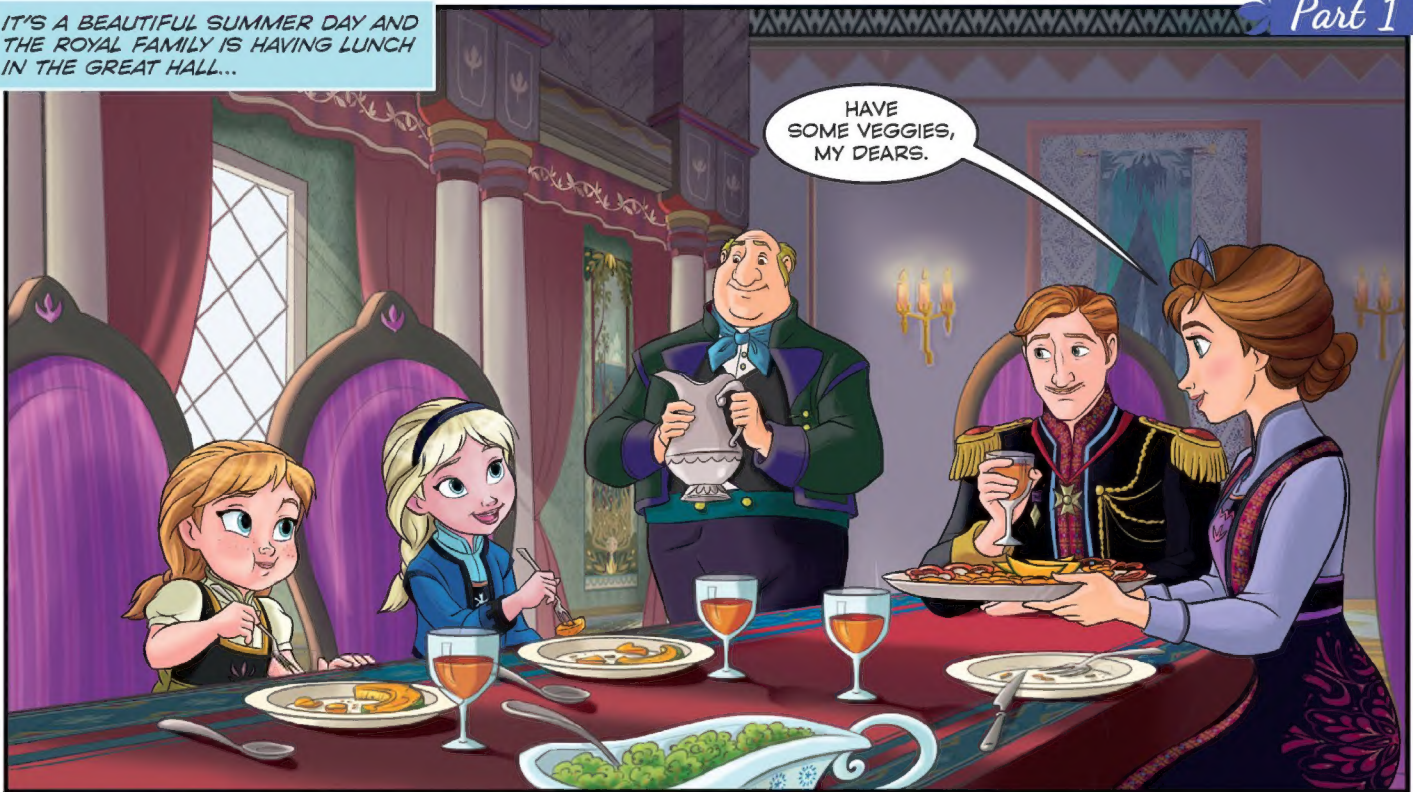




# A True King

Part 1

IT'S A BEAUTIFUL SUMMER DAY AND THE ROYAL FAMILY IS HAVING LUNCH IN THE GREAT HALL...



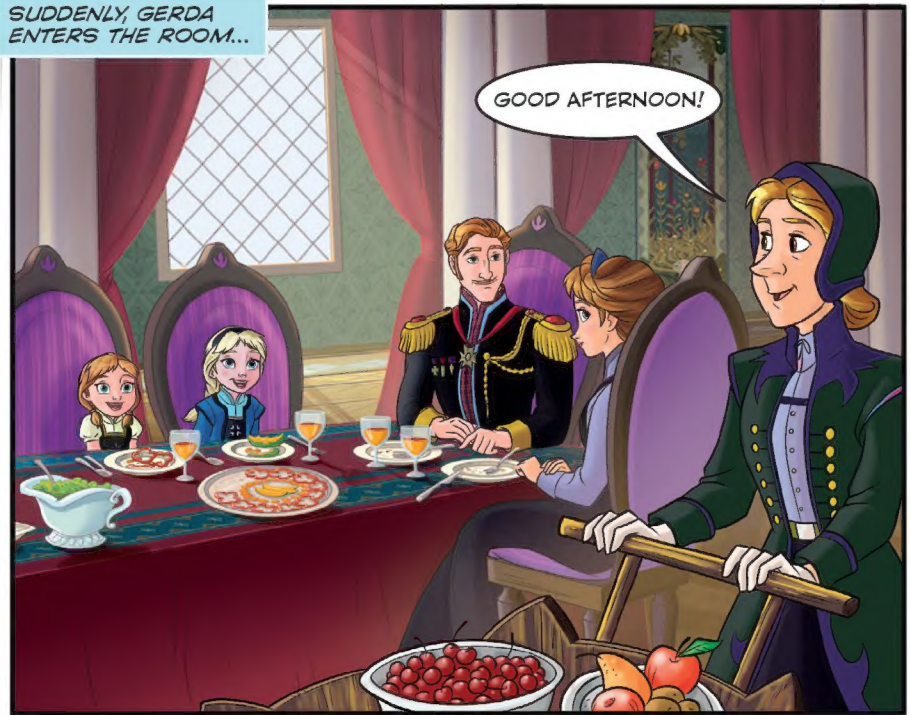








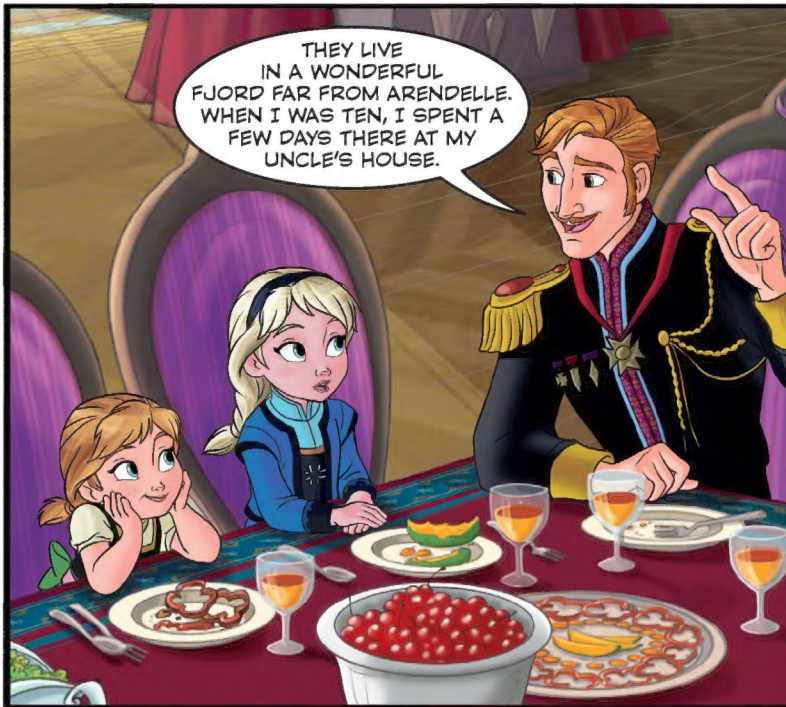
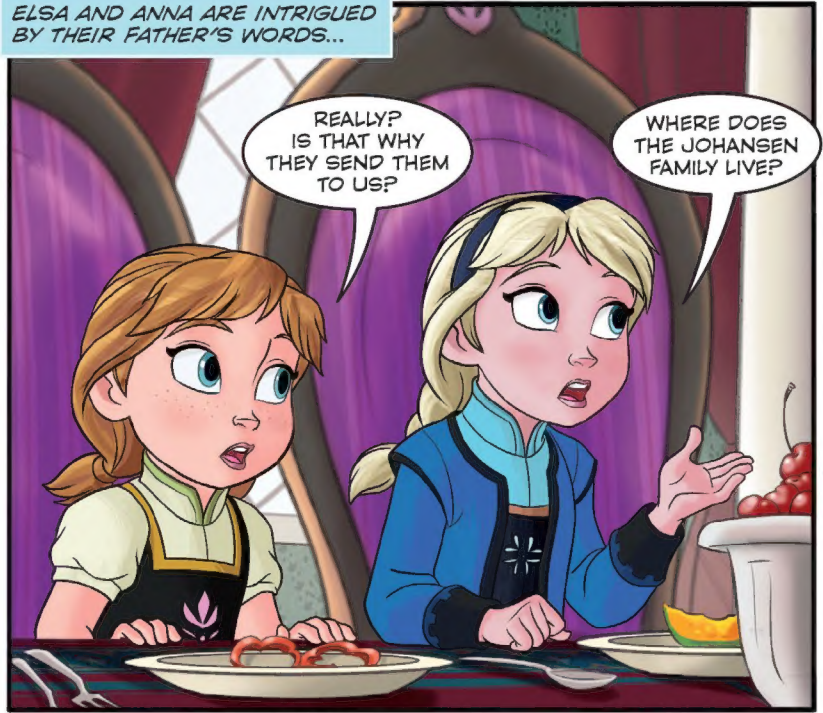
SUDDENLY, GERDA ENTERS THE ROOM...



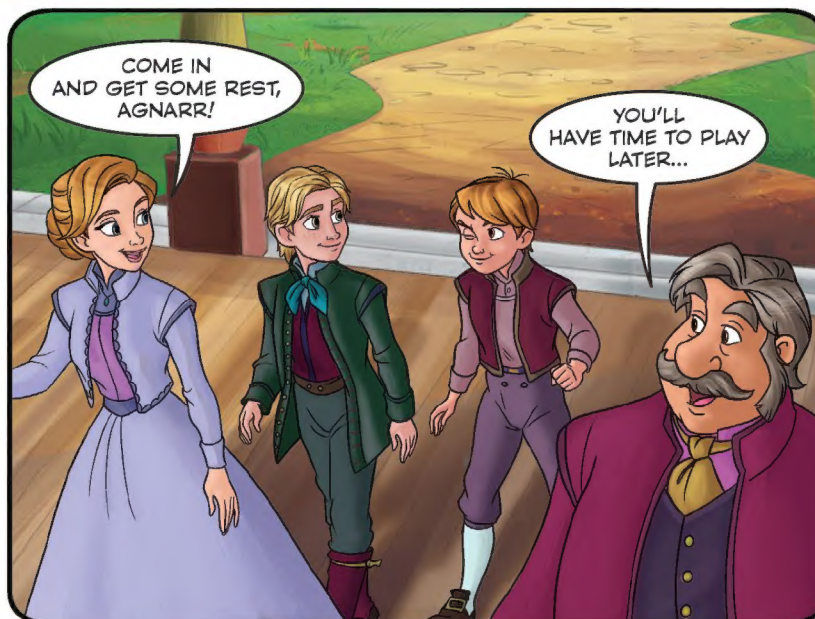
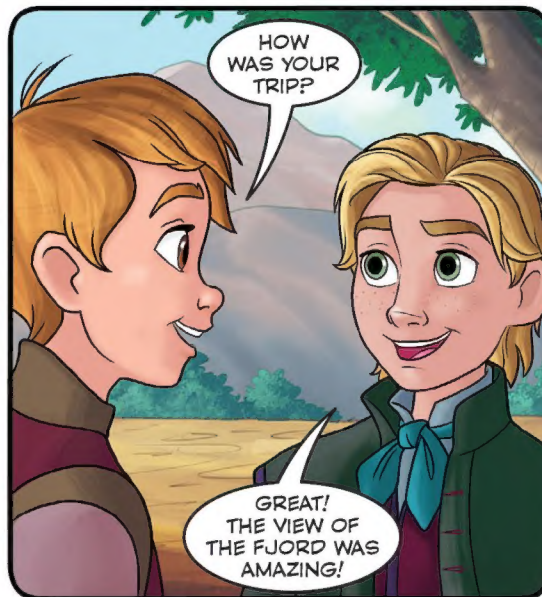
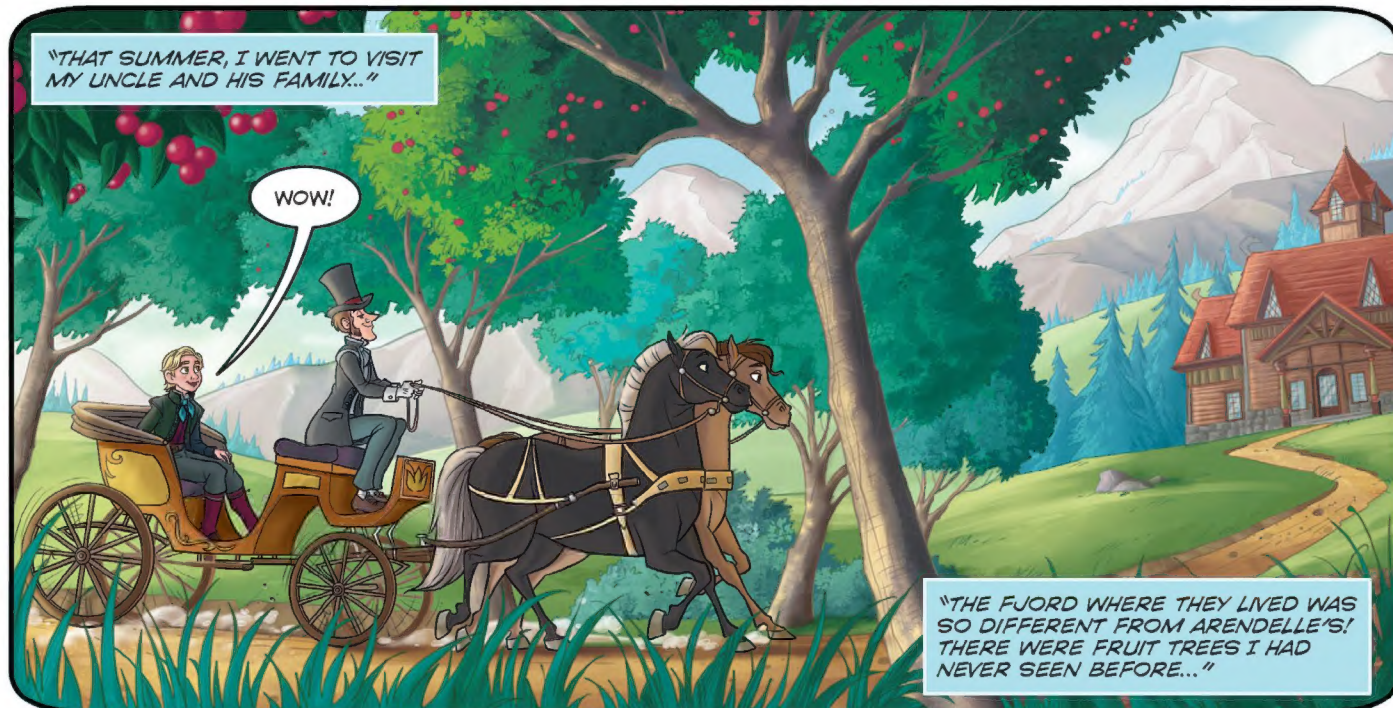




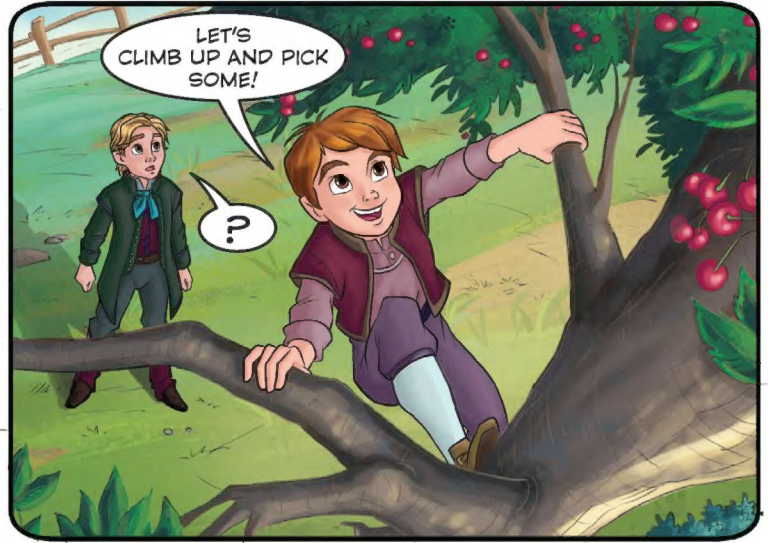
ELSA AND ANNA ARE INTRIGUED BY THEIR FATHER'S WORDS...











CONTINUES ON PAGE 20.

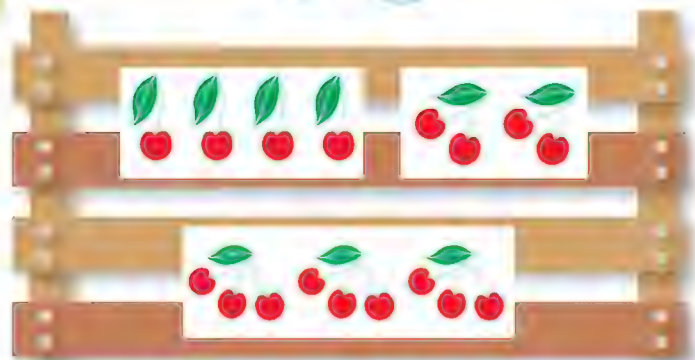


# Family Stories

When Anna and Elsa were little, they listened with enchantment to the delightful tales their parents told them, like the one about their father when he was a boy, and a beautiful summer full of adventures.

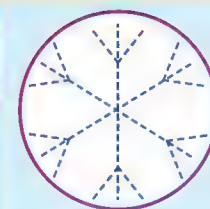
## Fruity Fun

Cherries are deliciously irresistible, a must when it comes to summertime dining. . . and snacking! Look at the tags on the wooden crate and **COLOR** the same number of cherries for each set. That's all the girls can eat, and not one more!

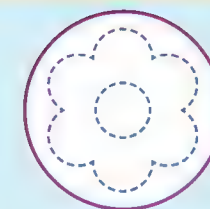


## Colors and Seasons

In summer, nature displays its brightest colors. Can you find them among the ones on the right? **TRACE** the symbols of the four seasons and match them with their colors by writing the corresponding letter below each symbol.



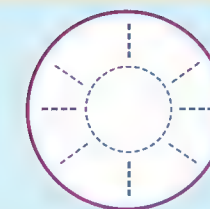
A



B



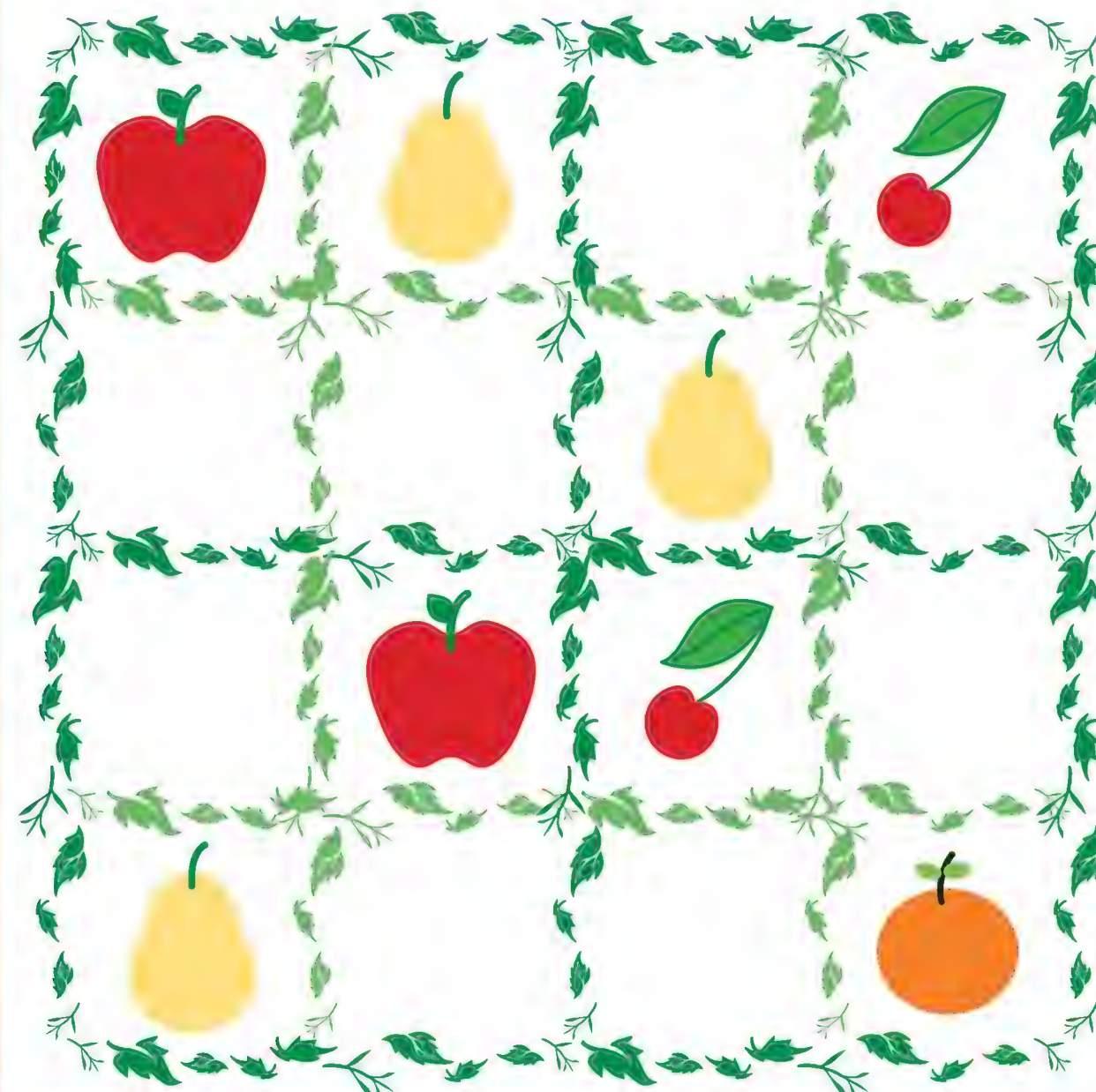
C



D

## Fruits Galore

As they listen to their father's story, Anna and Elsa imagine the farmer's trees laden with fruit. **DRAW** and **COLOR** the four fruits below so that each one appears only once in each row, column, and mini-grid.







PLAY

# Outdoor Lessons

Thanks to his endless curiosity, Olaf is the perfect student, and what a great day to learn new things! Anna is helping him with some exercises. Follow them and join the fun!

## Orderly Reading

On their way to the library, Anna advises Olaf not to read too many books at the same time and to go step by step to avoid getting mixed up. **FOLLOW** the proper sequence along the grid to help this curious snowman get a handle on his studies. You can move vertically and horizontally.

**START** 1 → 2 → 3

→

↓

←

↗

↘

**FINISH**

## Birdwatching

Want to be good at counting? It starts with being a good observer! Help Olaf **COUNT** the birds before they fly away!

 =

 =

 =

## Math Riddles

Anna is helping Olaf with addition and subtraction. Lend a hand and **CALCULATE** the numbers that correspond to the pillows, the hourglass, and the ring. **HINT:** Look closely at the shapes of the objects. Which numbers do they remind you of?

  - 5 = 5

2 +  = 10

5 +  = 5

  +  = 18

  =

 =

 =



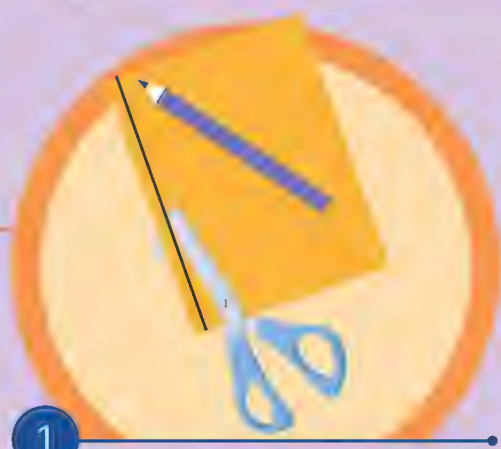
# A Floral Gift

Gestures of kindness strengthen the bonds of friendship, especially when you live far apart. Follow these instructions to make a paper flower for a special friend.



## You'll Need

- COLORED PAPER (VIOLET, YELLOW)
- RULER
- SAFETY SCISSORS
- PENCIL
- GLUE
- GREEN PIPE CLEANER



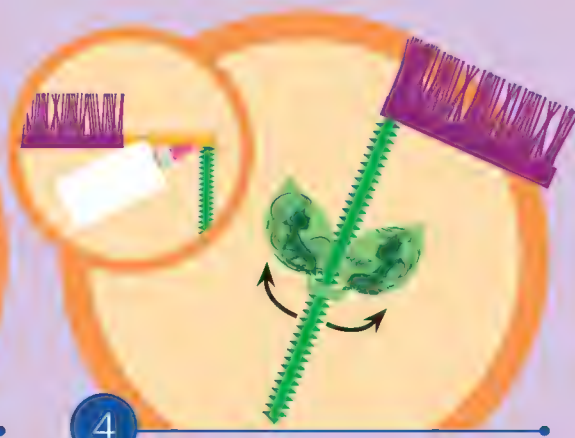
**1** Use your ruler and a pencil to **DRAW** a line down the long side of a sheet of yellow paper, 5 mm from the edge. **CUT OUT** the strip.



**2** **DRAW** two lines down the long side of another sheet of paper: 2 cm and 2,5 cm from the edge. **CUT** along the second line.



**3** **MAKE** thin cuts as far as the drawn line, as shown, to create fringes. **GLUE** a part of the yellow strip to the untrimmed section of the violet strip, with a 3 cm overlap.



**4** **GLUE** a pipe cleaner to the end of the yellow strip. **WIND** the yellow and fringed strip around it. Open the flower. **CUT OUT** the leaves from the inside back cover and glue them to the stem.





PLAY

# Bewildering Magic

As the forest burns, Elsa discovers that the cause of the fire is a tiny salamander who calms down thanks to her cool touch. Everyone is amazed by Elsa's magical powers.



## Do You Remember?

**LOOK** at this scene for thirty seconds, then cover it with a book and **CHECK OFF** the image that belongs in the scene.





Forever  
Connected



Disney  
FROZEN II



# Never Give Up!

Elsa puts her hair in a ponytail and takes a deep breath: she is determined to cross the Dark Sea. Though the waves push her back over and over again, she keeps trying until at last she makes it across.

## Wild Waves

The sea is rough indeed, and the waves are high. Elsa takes a running start from the shore. **FOLLOW** the sequence of snowflakes below to find the right path and surge past the waves with her.


FINISH



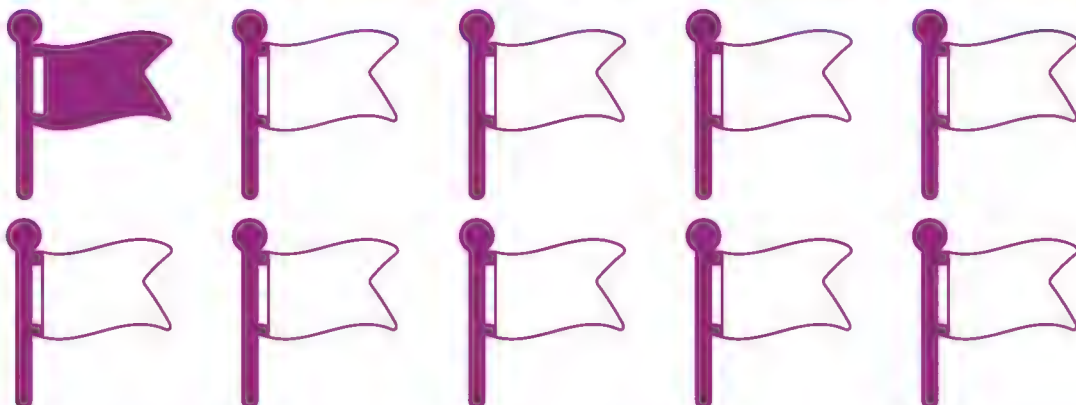

# A Broken Balance

A strong wind drives the villagers of Arendelle out of their homes. Anna and Kristoff do all they can to help the frightened people.



## Running for Cover

It looks as though nature is rebelling. As Anna and Elsa will learn, there are wrongs that need to be righted. Take a look at these two scenes and **COLOR IN** a flag for each difference you **SPOT**!





# A True King

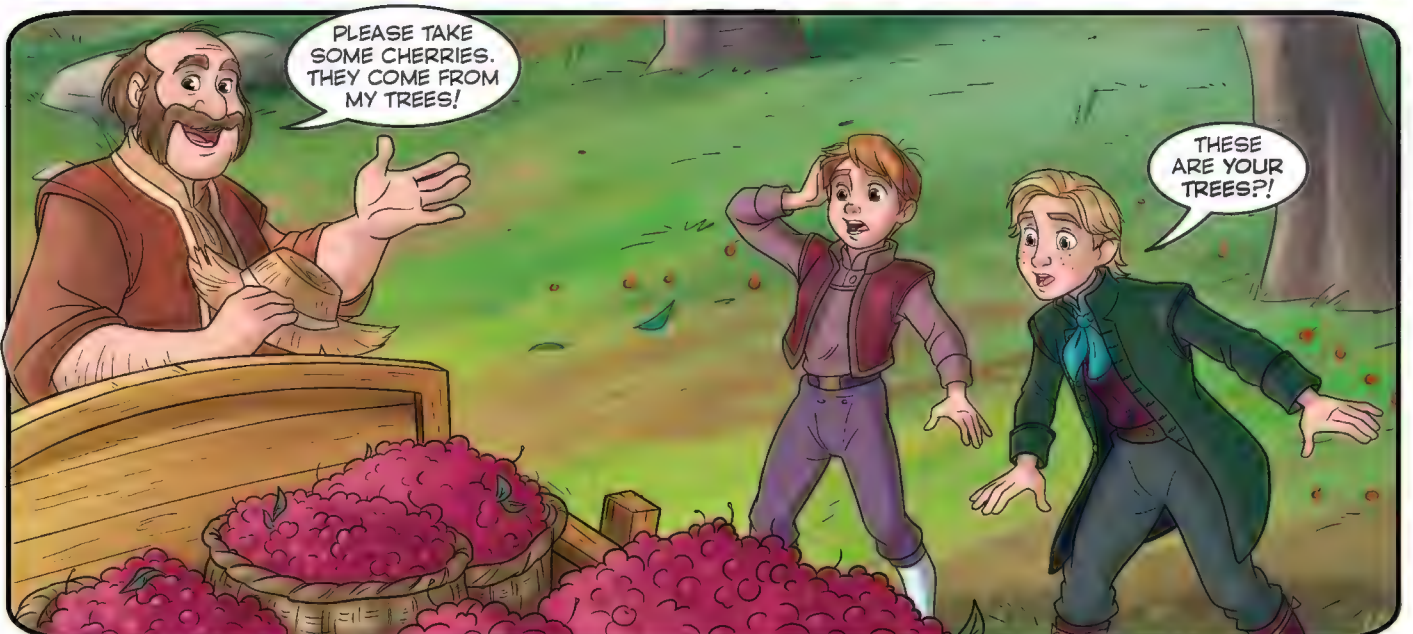
Part 2

"WHEN I VISITED MY UNCLE'S HOUSE, EVERYTHING WAS NEW TO ME! AND I WAS CARRIED AWAY BY MY COUSIN LARS'S ENTHUSIASM..."



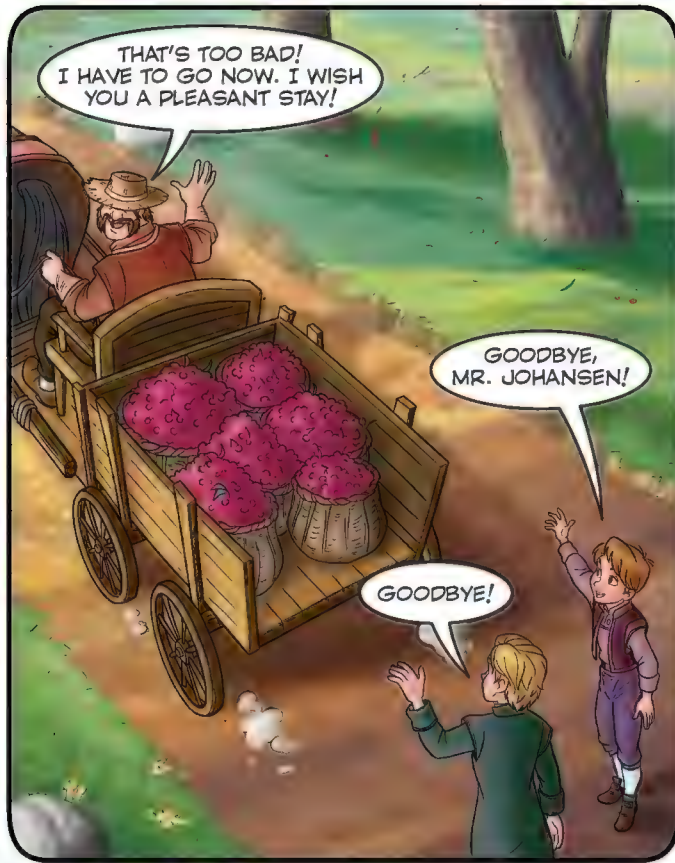


"SHORTLY AFTER, WE MET A FARMER WHO LIVED NEARBY..."





"AND I FOUND OUT THAT, IN FACT, WE HAD STOLEN HIS CHERRIES."

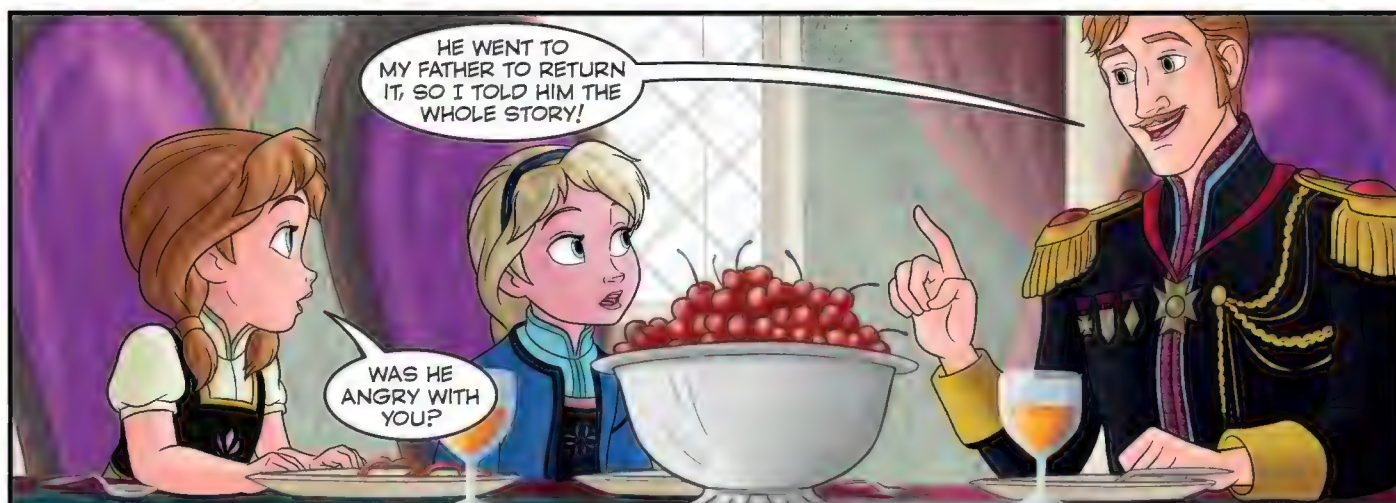








"THE NEXT DAY, MR. JOHANSEN FOUND AN UNEXPECTED SURPRISE!"









# Courage Is Calling

When chaos overtakes Arendelle, Elsa knows that to restore order she must follow the voice that calls to her. Meanwhile, Anna's prepared to keep watch over her sister and make major decisions.

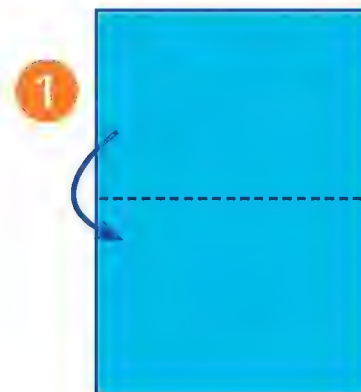
## Wise Advice

Grand Pabbie explains to Elsa that the past is different from what it appears to be. Her search for the truth can wait no longer. Use the dots as your guide to **COLOR** this important scene.

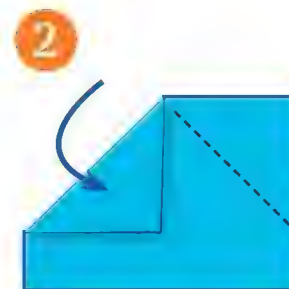


## A Boat for Two

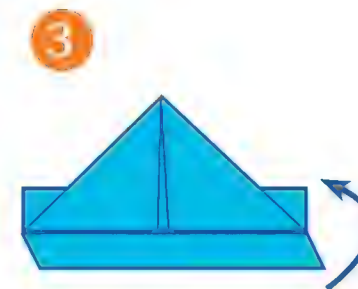
Sometimes doing the right thing means making decisions. When Elsa understands that the journey is becoming too dangerous, she sends Anna and Olaf away on a boat. **FOLLOW** these simple steps to build a paper boat!



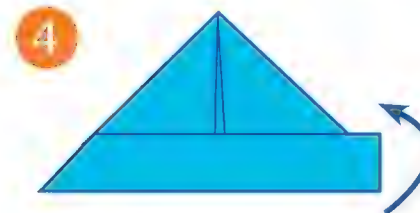
**FOLD** a sheet of A4-size paper in half, from top to bottom.



**FOLD** the two corners toward the middle.



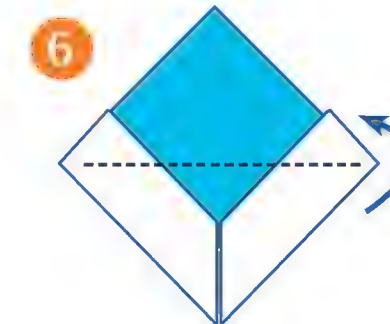
**FOLD** one side of the base upward, then **FOLD** the two corners.



Turn the paper over and **REPEAT** step three.



**OPEN** the triangle that has been formed so that it becomes a square.



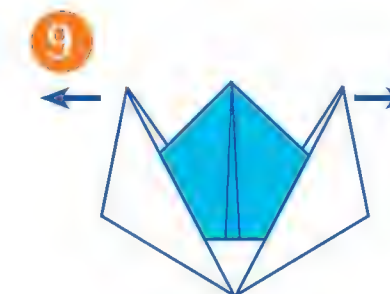
**FOLD** one side of the square along the dotted line.



**FLIP** the opposite side and repeat step six.



**OPEN** the triangle from the bottom to make a new diamond.



**PULL** the two tips apart. Now you have a boat!



**CUT OUT** the Anna and Olaf figures from the inside back cover and glue them onto the sail.



# Finding the Way

The conflict between the Arendellians and the Northuldra is finally over! Now that the curse has been broken and the mist cleared away, the two people are finally free to leave the Enchanted Forest.

## Looking Up!

After living many years inside an impenetrable mist, Mattias, Yelana, and their people can finally see the sky! **REARRANGE** the jumbled segments to put this beautiful scene back together.



## The Summit

Enemies no longer, the Arendellians and the Northuldra are finally ready to leave the past behind. **FIND** the paths that lead everyone to the center of the maze.



## The Fifth Spirit

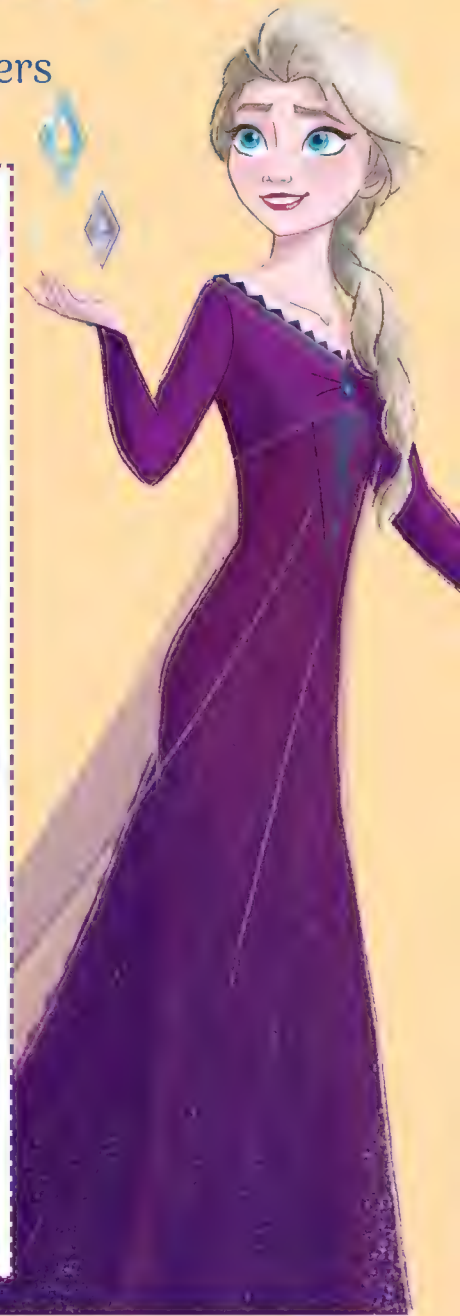
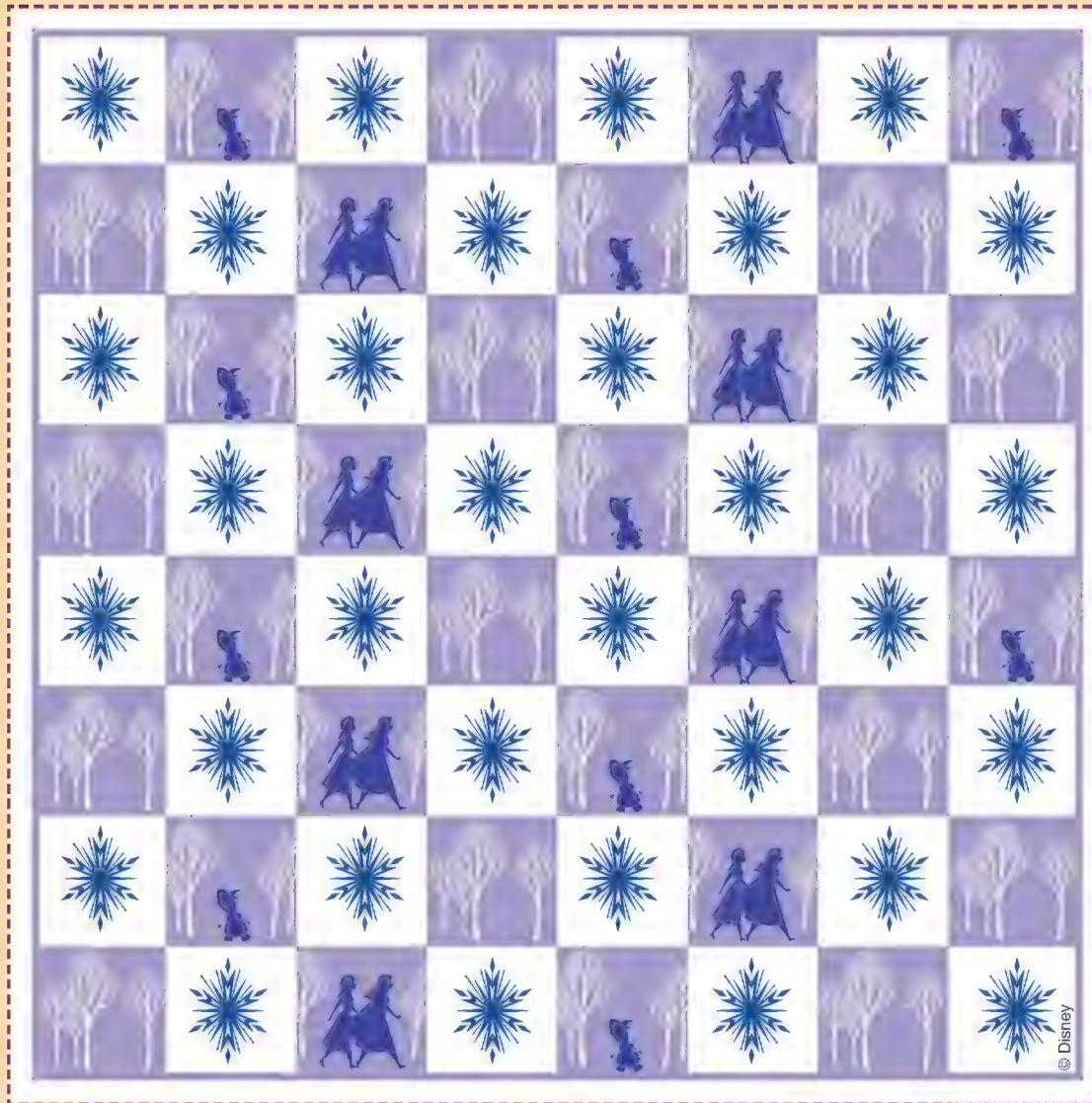
When Honeymaren sees Iduna's scarf, she tells the sisters about a fifth spirit, the bridge, that was said to connect the magic of nature to humans. **PUT** these four scenes in the right order and relive this key moment.





# Let's Play Checkers!

Elsa is ready to play a new game with her sister: It's checkers time! Help them set up the board and join the fun!



## How to Play!

To **SET UP** the game, see the inside back cover. The youngest player goes first. Checkers may be moved forward diagonally, one square at a time. If one of your opponent's checkers lies between your checker and an empty space, **JUMP OVER** it to capture your opponent's checker. You may make multiple jumps if there is more than one checker blocking your way, and capture them all. The last row on either side of the board is

known as the king row. When one of your checkers reaches your opponent's king row, that checker is kinged: Your opponent **PLACES** a checker that he or she has captured on top of it, and from then on, your king may **MOVE** either forward or backward diagonally. And **THE WINNER IS**. . . The player whose opponent has either run out of checkers or can make no further moves. No winner is declared if both players' checkers have no more moves available.



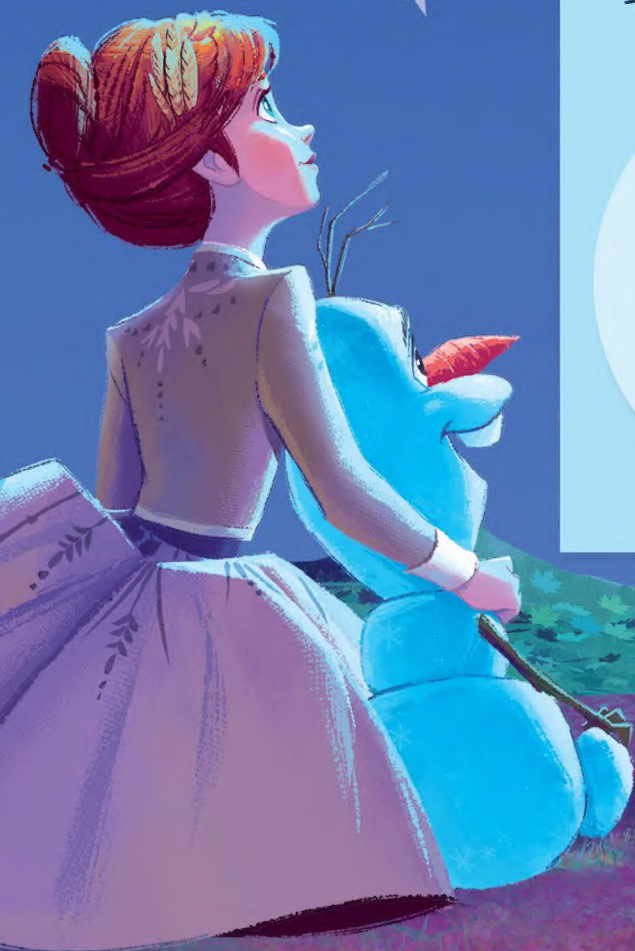
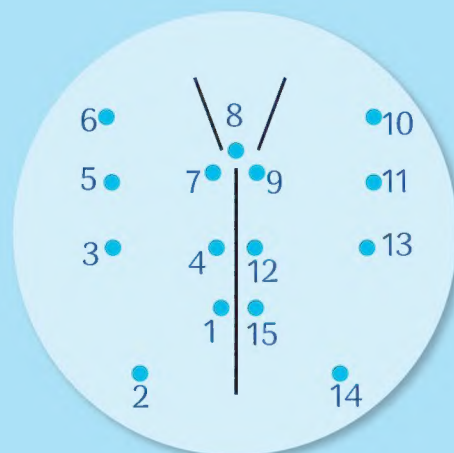
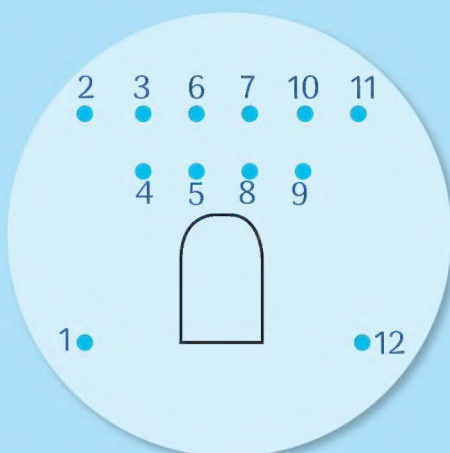
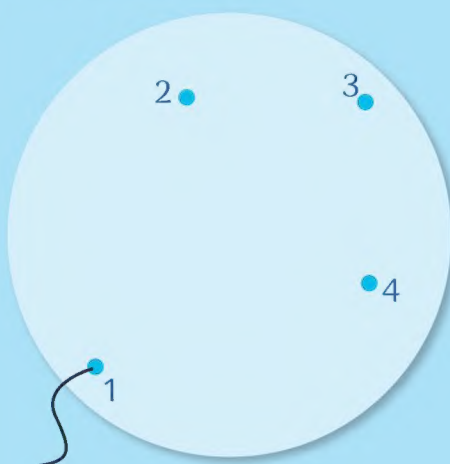


# Starry Nights

On warm summer nights, Anna and Olaf go stargazing and tell each other stories. With his out-of-the-box imagination, our lively little snowman weaves story upon story, based on what he sees when he looks up.

## I See Something!

As he gazes at the stars, Olaf imagines objects, places, and animals in the sky. **CONNECT** the numbered dots below to make each of Olaf's visions appear!





# Disney FROZEN

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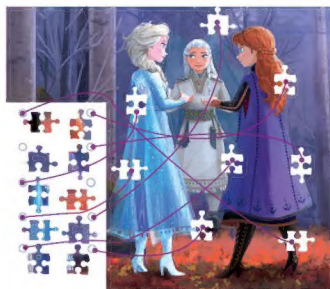
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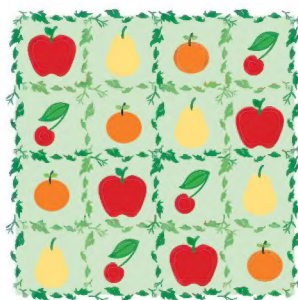
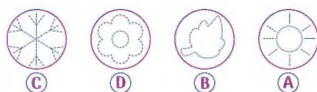
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# Solutions

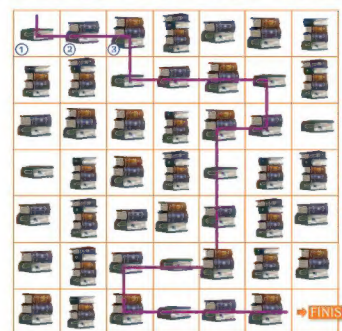
## Pages 2-3



## Page 11



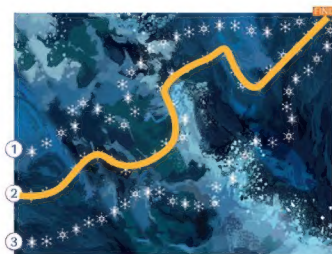
## Pages 12-13



## Page 15



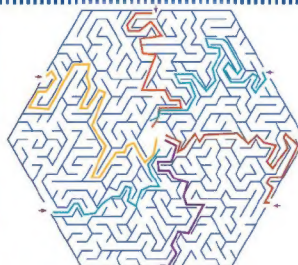
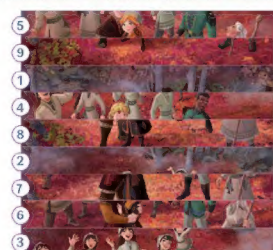
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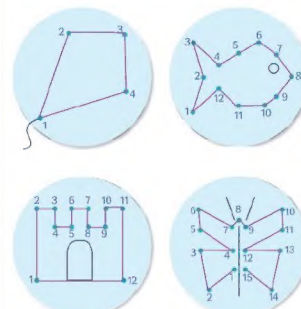
## Page 19



## Pages 28-29



## Page 31





**CUT OUT** the leaf and glue it to the flower's stem. Make photocopies if you want more.



**CUT OUT** the piece below and glue it to the paper boat.



**CUT OUT** the checkers to play the game.

### Set Up the Board

**CUT OUT** the checkerboard from page 16, **GLUE** it to cardstock, and trim the edges. Cut out the checkers below and glue them to cardstock, too. The two players sit facing each other, with the checkerboard between them. Each player **PLACES** his or her twelve checkers on the squares with the snow crystals, occupying the first three rows on either side.





# A GREEN GIANT SCAN



*LIKE IT?  
BUY IT!*

